

ABSTRACT OF THE DISCLOSURE

A technique is provided for striping packets across pipelines of a processing engine within a network switch. The processing engine comprises a plurality of processors arrayed as pipeline rows and columns embedded between input and output buffers of the engine. Each pipeline row or cluster includes a context memory having a plurality of window buffers of a defined size. Each packet is apportioned into fixed-sized contexts corresponding to the defined window size associated with each buffer of the context memory. The technique includes a mapping mechanism for correlating each context with a relative position within the packet, i.e., the beginning, middle and end contexts of a packet. The mapping mechanism facilitates reassembly of the packet at the output buffer, while obviating any any out-of-order issues involving the particular contexts of a packet.